



TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



MEPHISTOPHELES
UNOFFICIAL EXPANSION

FEBRUARY 2012

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WELCOME

Quests, combat, glory, and gold! Welcome back to the magical realm of *Talisman*®.

The *Mephistopheles* expansion for *Talisman: The Magical Quest Game* features a 12 new cards to enhance your *Talisman* experience.

OBJECT OF THE GAME

The object of the game remains the same as the *Talisman Revised 4th Edition* base game. Characters must reach the Crown of Command in the centre of the board. Then in the basic game, by casting Command Spells, force the other characters out of the game; or with the Alternative Endings by following the instructions on the cards.

COMPONENTS

- The *Mephistopheles* expansion components:
- This Rulesheet
 - 12 Adventure cards (with black border)

ADVENTURE CARDS

The 12 new Adventure Cards feature new Events, Enemies, Objects, and Places. The Adventure cards work exactly like those in the base game.

SETUP

When playing with the *Mephistopheles* expansion, all new Cards are placed facedown beside the board.

ENCOUNTERING MEPHISTOPHELES

If the Adventure card Mephistopheles is drawn by a character, he has been encountered by Mephistopheles on a mission to this land. If he is evil, he gains 1 Craft. If he is good or neutral, Mephistopheles converts him to evil. Mephistopheles forces this player to take the next 12 Adventure cards from the Adventure card deck and shuffle them with the 12 new cards. Then all 24 cards are placed back on top of the Adventure card deck. Finally Mephistopheles returns to his own dark kingdom – he must be placed on the discard pile. Go on with the normal game play.

Alternatively all new cards are shuffled into the Adventure card deck, except All Hell Breaks Loose.

Each time a black *Mephistopheles* card is drawn, every character in any Region must roll one die for the All Hell Breaks Loose Event.

CREDITS

Talisman Revised 4th Edition Design
Mephistopheles - Version February 2012

